

17.05.2025

I found some works, I could reference to in my research. Both of them are from APA and are discussing the question, whether videogames lead to more violence or not:

Violence in the media: Psychologists study potential harmful effects
<https://www.apa.org/topics/video-games/violence-harmful-effects>

Virtual violence
<https://www.apa.org/monitor/2010/12/virtual-violence>

27.05.2025

I found a website of a community which «relives» Half Life 2 with the help of RTX Remix.
<https://www.hl2rtx.com/>

They call themselves Orbifod Studios and have an X-account on which they upload news.
<https://x.com/hl2rtxofficial>

Theory of how RTX Remix could possibly work:
When RTX Remix is utilized to make a game use high-poly models instead of low-quality ones, it captures a scene of a game where you later manually replace everything you want to be different. The question is though, how does the game support high-poly models? NVIDIA wrote that it works only on PCs which have a graphic card of the RTX series. Additionally to that the game will start with new models only if you start it through RTX remix. Out of these facts I come up with the following theory: RTX Remix uses an other engine than the game itself which makes it possible to utilize textures and models of modern quality. It would also explain why it only works on RTX graphic cards. Probably the engine of RTX remix supports only NVIDIA RTX graphic cards.

<https://www.nvidia.com/en-us/geforce/rtx-remix/>

01.07.2025

Thinking outside the murder box': virtual violence and pro-social action in video games

Social Media and Mental Health
Cambridge medicine (Series)

Handbook of Social Media Use Online Relationships, Security, Privacy, and Society. Volume 2 /.

Learning Outcomes and Educational Effectiveness of Social Media as a Continuing Professional Development Intervention for Practicing Surgeons: A Systematic Review and Narrative Synthesis

Computer games and new media cultures : a handbook of digital games studies

03.07.2025

[Too human and not human enough: A grounded theory analysis of mental health harms from emotional dependence on the social chatbot Replika](#)

Exploring the Impact of Anthropomorphism in Role-Playing AI Chatbots on Media Dependency: A Case Study of Xuanhe AI

<https://arxiv.org/abs/2411.17157>

LLM Roleplay: Simulating Human-Chatbot Interaction

<https://arxiv.org/abs/2407.03974>

Future Research Avenues for Artificial Intelligence in Digital Gaming: An Exploratory Report

<https://arxiv.org/abs/2412.14085>

03.08.2025

Starting creating a detailed plan of the work/work structure (with introduction, different chapters and subchapter)

05.08.2025

Reviewing what's written until now, correcting it and adding new chapters.

07.08.2025

Found another NVIDIA's AI project. It's called NVIDIA ACE which' goal is to add a new layer of realism to the game. (Not only graphics)

<https://developer.nvidia.com/ace-for-games> -----> integration of AI in games

short description of an AI model used in NVIDIA ACE called Whisper ASR:

Whisper ASR is a speech recognition model and was trained on 680,000 hours of labeled (tagged with the correct information) data. It is based on Open AI's Whisper, but was optimized for a better performance and easy-to-download and easy-to-implement use.

09.08.2025

Finished the first version of contextual background. (Not the best yet)

What still needs to be done: Reviewing contextual background, correcting it, adding E-sports and Influencers, creating a plan of Analysis.

10.08.2025

added E-sports and Influencers to contextual background

12.08.2025

Reviewed contextual background and corrected it.

13.08.2025

Started with analysis, tried to come up with interesting questions

14.08.2025

Continued working on analysis

16.08.2025

Finished with Analysis, reviewed it. Probably needs more enhancement